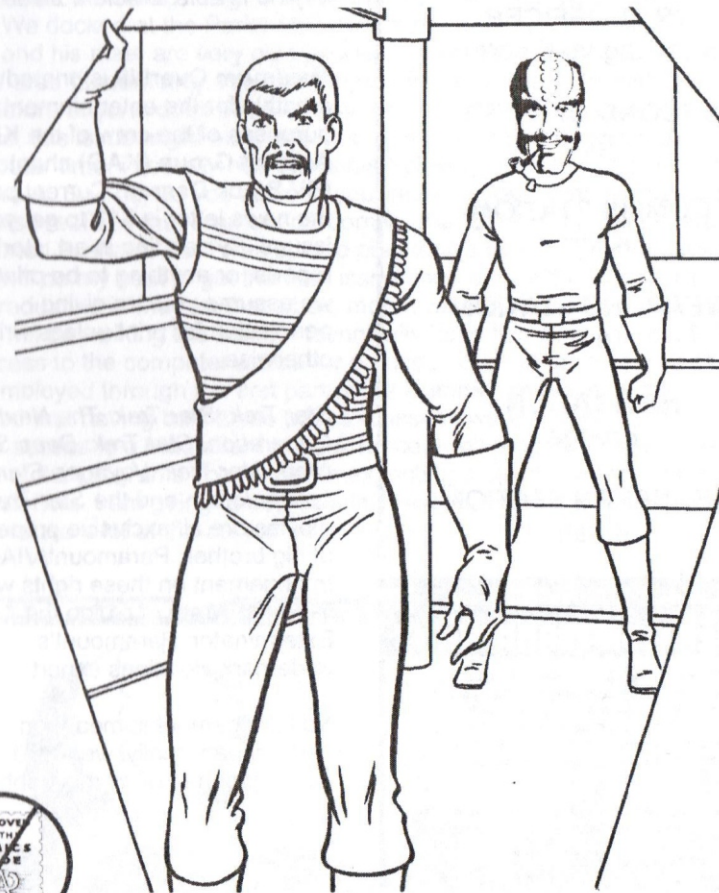


**MAXIMUM OVERKILL**  
3470 Oak Tree Ln. Midlothian, TX 76065

# MAXIMUM OVERKILL



||| Volume No. 1 Issue No. 11 Date 4-15-96 |||



*Okay, who farted in the turbo lift?!*



# MAXIMUM OVERKILL

Volume No. 1 Issue No. 11  
Date 4-15-96

## SHIP COMMANDER

Kahn vestai-Shar

## FIRST OFFICER

Kamarag tai-K'norm

## SECOND OFFICER

Torg

## COMMS STATION

Khara

## WEAPONS STATION

Koron

## NAVIGATION

Krudge

## ENGINEERS STATION

Kilrah

## ATTENTION WARRIORS

Maximum Overkill is the official newsletter of the IKV Black Demon and is produced jointly with the Klingon Assault Group (KAG). We are not responsible for any misleading ads, articles, or art work. By submitting artwork, articles, letters, or just about anything else, we assume it is for publication unless stated otherwise. Personal letters are exempt.

All submissions should be sent so that they arrive no later than the last weekend of the month. All submissions should be sent to:

IKV Black Demon c/o John Harrington Jr.  
3470 Oak Tree Lane, Midlothian TX 76065.



## KLINGON FACTIOD:

*The son of a Klingon is a warrior the day he is able to hold a blade.*

Maximum Overkill is printed semi monthly for the entertainment purposes of the crew of the **Klingon Assault Group (KAG)** chapter, the **IKV Black Demon**. Current price for the news letter is \$12 to get you 6 issues. By sending in art, stories, reports, or anything to be printed, we assume you are giving permission for print unless written otherwise.

*Star Trek, Star Trek: The Next Generation, Star Trek: Deep Space Nine, Star Trek: Voyager, Star Trek: Lollapalooza, and the Star Trek movies are all exclusive properties of big brother: Paramount/VIACOM. Infringement on these rights will incur the wrath of Guido the Exterminator, Paramount's trademark violations expert.*

No infringement is meant on our part. I mean, really, we aren't making money off of this hobby.

Maximum Overkill is created and printed by  
*planet X graphics*



## FROM THE CAP'N

nuqneH. Well, it's that time of year again, the anniversary of the launch of the IKV Black Demon. Back in April 1st 1992, the IKV Black Demon was launched as a B'Rel Bird of Prey. Today, we have grown to a K'vort sized Bird. Not too shabby for only being 4 years old. If I did the math right, we should be celebrating our 5th year this time next year. At our next meeting we'll discuss what we'd like to do. The USS DragonStarr has left the offer open for any future parties out their way. We might take them up on it.

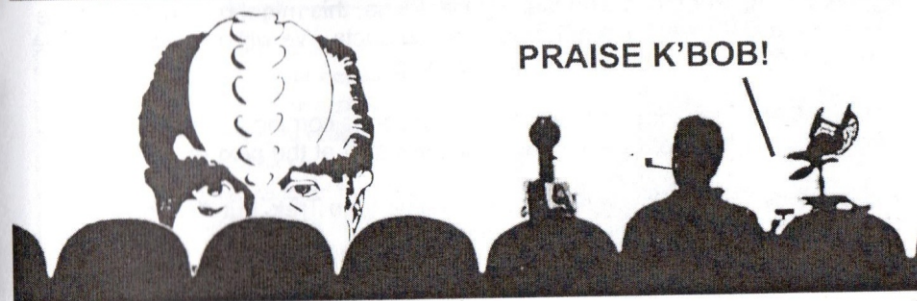
Recently, I was contacted by first KAG vessel in DFW area since our launch. The vessel is the IKV Kontagion and will be patrolling the FT. Worth / Arlington area. Kamarag, Torg, and I went on an away mission to meet with the captain. We docked at the Parks Mall and made our way to the Starlog store. The CO and his mate are very nice people and are very excited to be part of the DFW area fandom ring. We look forward to future meetings with them!

Before anyone does the math and points out that this issue is late I will state: Yes, this issue might be a little late. School has started to eat up more of my computer time. I actually had this issue half-way completed before the Spring break. So I hoped you all used your drink recipes form the previous issue. I also realized that I ran out of room for the "Sword of Kahless" article that I wanted to share. But I was able to plan for it's inclusion here in this rag.

I will do my best to get the next issue done before the Summer break. I will be graduating in May so that whole month will be stacked for me. Even though I will be walking the stage, I technically have two classes left. I will still have access to the computer art lab for a good portion of the Summer as I will still be employed through the first part of the Summer semester. I am concerned that having built these past 5 -6 issues were built on a Mac, and I do not have access to a Mac after I'm back home. I will probably have to make due with one of the programs I have. So be expecting a slight changes in the next few newsletters. I am going to be scanning new art before I leave, but will probably reuse a lot of the art you've all seen.



## PRAISE K'BOB!





## DEPT. REPORTS

The following reports were given at the last two meetings and transcribed to be recorded here in Maximum Overkill.

**XO:** Can I have a puppy, Cap'n? - Kamarag

**Communications:** Received a newsletter from the Intergalactic Klingon Empire, will share at the meeting. Nothing else received, not even from CTF - Khara

**Navigation/Helm:** Plotting a course for AggieCon 96. - Krudge

**Engineering:** Don't forget to have the oil changed. - Kilrah

**Weapons:** Nothing new to report. - Koron

**Other:** Warg wants to have a "casting" party. He spoke to someone about making casts of our heads so that we can sculpt our own ridges. We will discuss this at the next meeting and get back to you all about costs and such.

## COLD TERROR FLEET NEWS

As Khara reported, we had no communication from CTF in some time. Unsure if subscriptions have run out, I contacted a few people. I was told that our subscription was still good, but there was a few changes coming to the CTF publication. About a week or so later, I received a newly designed region newsletter called "War Journal". According to the first page, "Manual Override" is no longer being made (now called War Journal). Of course, we have to file our reports on time as usual. Overall, it looks great! It's still in the 8.5" x 14" fold-over like the previous Manual Override issues from the past year or so. Loads of new artwork and info on the Klingons, their vessels, and fellow fans. I will be bringing the issue to the meetings for everyone to look through. If anyone wants a photo copy, let me know.

## CONVENTIONS \* CONVENTIONS \* CONVENTIONS

**AggieCon '96:** For those who didn't go last time, this might be the last trip we take down there. I still have our crash-pad contacts. We will discuss this at the next meeting to see if anyone would like to go.

**CreationCon:** Yes, another Creation convention is coming to Dallas (probably Plano again). Khara has the info and will present it at the next meeting.

**A-Kon:** (May 31-June 2) Yeah, it's more anime than Trek, but it's a great excuse to dress up and oogle at the girls.



David Ward, dressed as a Klingon from *Star Trek*, watches chef Eddie Pepitone grill live earthworms Monday outside the Toy Fair Building in New York. Mr. Pepitone was serving worm omelets to promote the action figure Earthworm Jim.

## Play makers

Toy manufacturers worm their way into getting attention

Associated Press

NEW YORK — Every year as the toy industry's annual trade exposition begins, manufacturers try to hype what they swear will be the toy of the year.

They hire clowns, celebrities and cartoon characters. They stage mock Broadway shows and throw parties. But at this year's Toy Fair, which opened Monday, the people who brought you the Teenage Mutant Turtles outdid everyone.

They grilled earthworms. Live squiggly ones. Playmates Toys Inc. set up a griddle outside the entrance to Toy Fair. A man with a carnival barker's style grilled the creatures and exhorted reporters and retailers to visit the company's showroom to see

its line of toys based on the video game character Earthworm Jim.

Earthworm Jim is kind of cute. But many passersby were disgusted at the worms writhing on the greasy griddle. Some laughed.

Playmates got what it wanted. It was noticed. At this point in Toy Fair's history — this is the 92nd fair — the trade show is little more than a battle for media attention. Toy companies' biggest customers — Toys "R" Us, Wal-Mart, Kmart and Target — have already seen the toys before the official opening.

The store buyers visit Toy Fair showrooms the week before the show to avoid the crowds.

I would give my right..er..left eye for more submissions. Send in your newspaper clippings, art, stories, or just plain articles that you want others to read. All submissions should be sent to the address on this newsletter no later than the first of the month. I look forward to reading something worthwhile on the can.

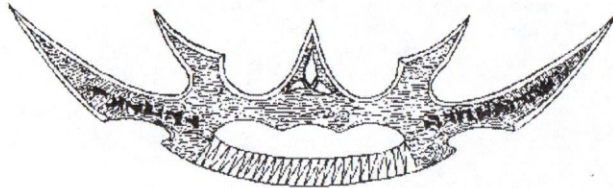


Thanks to Kamarag for sending this in!



# The Sword of Kahless

By: QeyneH



Lost for over 1000 years. Forged in a Volcano, twisted by the hands of the first Emperor of the Klingon People. Used to care a statue of Kahless' beloved and to skin the serpent of Zol. "More sacred than the torch of gheqaq, more revered than Seybaq's Armor, and more coveted than the Emperor's crown." The Sword of Kahless.

This Weapon is displayed in many ancient tapestries and carvings. The basic appearance of the weapon is crude, yet graceful and sleek at the same time. Etched with the tears of Kahless himself, the tines on the outside have ancient text telling all who its owner was. (Sideline Note: In reality, the writing is the old style Mandel system and on the left [looking at the trefoil] it says "dragon", and on the right it says "bear bear". No doubt the nicknames of the fellows that constructed the prop for the show. Who knows? The great entity doesn't cooperate in that regard.)

At the risk of committing heresy, I must bring to light some of the facts about this wonderful weapon. In everything Kahless spoke, there were lessons to his people. The Age of Kahless was the Klingon renaissance or the taH \_ meaning to endure or go on. Kahless was bring a new age to his people, an age where they would be kings rather than servants to a tyrant, where honor was the supreme tenet and honor meant doing things for yourself.

The origin of the bat'leth tells us (See "The Origin of the Bat'leth" by Lt. Kael Mang) that the original bat'leths were the skeletal weapons of the Shadow-fish. I, too subscribe to this belief, so much in fact that I believe for a period of about 200 years the main weapon of the Klingon people was a bone bat'leth. Metal bat'leths weren't constructed until after the Sword of Kahless.

Kahless tells us he dipped a lock of his hair into a volcano and forged the sword from it. Your first thoughts as a young Klingon when you hear this are... baQa! But later you learn that Kahless had great ideas; why would this story sound like such targ wretch? Primarily it's because the volcanoes we learn about in our schooling are simply molten rock volcanoes. You have to take a sciences track at academy to learn of the ore volcanoes that our Homeworld is blessed with. An ore volcano contains precious ores in molten form - ores of quality like iron, terminium, titanium, and the precious weapon metal: Qelinium.

A neutral substance can be dipped into a stream of molten ore, and coated with the substance. If an individual were to continue dipping that object into the stream, they could collect quite a sum of the element. Later that element can be heated and worked into another form. Now, obviously, hair would vaporize against molten Qelinium, but that wasn't the point of the illustration. Kahless was telling his people to gather this metal so that it could be formed into weapons that would crush bone.

It was an illustration telling his people to move into the new era, leave the bones behind, and master the elements the Homeworld has given us.

Now, Kahless no more forged that sword himself than he dipped his hair into that ore volcano. His armorer, a friend and confidant (great ancestor of my father's master) constructed the weapon, heating the metal in a rock bread furnace.

(continued)

Kahless directed his armorer to design the new sword similar, yet different from the bone swords his people were using now. He wanted still to lead them in a different direction, moving from the customary shape of the Shadow-fish skeleton, yet still taking advantage of its natural offensive and defensive capacity.

The result was the shape we see in the ancient art now, similar, yet different to the Shadow-fish armament. Its mottled appearance, the black and silver swirls in the surface, result from a crude blending of two prominent ores, Iron and Qelinium. The process was obviously not as refined as it is now (via transporter technology), so the two elements had to be heated and twisted with a hammer hundreds of times (this process is called "folding") until a rather crude form of molecular bonding (called "forge welding") takes place.

My metallurgical studies have found that many cultures used this process in their early metal working stages. The terrans call the resulting product "wootz steel" and later "Damascus Steel" (for the city blades made this way were discovered in during a great holy conquest they called the "Crusades"). Kahless' armorer used this process to make his sword, the first metal bat'leth in Klingon history.

Kahless' teachings were adopted by his people. Metal bat'leths were constructed, battles were fought against those not wishing to change from the old ways, and the Klingon people found that metal weapons were most proficient for conquest. Eventually, even the ghintaq spear was constructed in metal, replacing the hand carved wooden spears.

Approximately one thousand years ago, a space faring race of beings known only as the Hurq (one from outside) plundered the Homeworld. In the process, many of the artifacts were taken as prizes. It was during this time that the sword of Kahless disappeared from sight. There are rumors that the sword returned to the volcano of its creation. Others rumor that Kahless' spirit called the sword to him so that he may return with it. Mostly though, we believe that it was taken by the Hurq.

A legendary but honorable quest was always the search for the Sword of Kahless. There have been hundreds of quests, but none have yielded the sword. Physically lost forever, its spirit, like that of its master, will live with us forever-and so will metal bat'leths.

## Tactical Advantages:

More Linear edge; large defensive area; longer reach over standard bat'leth; Psychological impact vs. Klingon opponents.

## Tactical Disadvantages:

Heavy; cumbersome; made in the old way not as reliable as modern alloys.

## Note:

Though several bat'leths have been made in honor of this design, none capture the exact spirit or image of the original. Most bat'leths are constructed in the Shadow-fish design out of respect for the Sword of Kahless.

It has been said that one who possesses the real Sword of Kahless could become Emperor. I sincerely doubt this is true. In the teachings of Kahless we have learned that Klingons follow honor and the man that displays it best, not a sword. It was not the sword that forged the empire; it was Kahless. -QeyneH, 1996



# tlhutlh!

(Drink)

In Klingon culture, water is the antitheses of blood. Blood is strong while water is weak. Therefore, Klingons seldom drink plain water, but one can guess that in emergency purposes and survival a warrior would drink it. Their choice of beverages operate under the concept that the less water-like, the better.



**baqghol:** An native alcoholic beverage consumed heated and out of surprisingly small glasses.

**blood wine:** A native beverage that is very popular in the Empire. It is very dark red in color and best served at body temperature.

**boiling worm wine:** A strong alcoholic beverage.

**chechtlhuth:** A strong alcoholic beverage. The word is derived from the tlhIngan Hol verbs tlhutlh "to drink" and chech "to be drunk." The loose translation would have chechtlhuth something one drinks for the sole purpose of getting drunk.

**nektai:** A Berani beverage popular among Klingons. It is fatal to the lesser species, Humans, Romulans and Ferengi for example, and can be dangerous to Klingons who do not take care. It is said to be reactant fluid distilled in the blood of nektai warriors. As Gowron said, "An interesting drink."

**ra'taj:** A Klingon beverage of qa'vln, a very strong coffee, mixed with liquor. It is said that the drink was originally named ra'wl' taj, "Commander's Knife" but this etymology is not confirmed. A version using a nut-like flavoring instead of liquor, called raktaj in Federation Standard, has been developed for export. The fashion of adding cream, called raktajino after the Terran beverage cappuccino, is now popular served hot or cold, with or without extra cream and with or without the rind of some fruit to add even more flavor. These beverages bear little resemblance to either the original qa'vln or ra'taj.

**Warnog:** This beverage is mentioned in Star Trek TNG: Rightful Heir. It's similar to Terran grog, but much more stronger.

**ra'taj:** A Klingon beverage of qa'vln, a very strong coffee, mixed with liquor. It is said that the drink was originally named ra'wl' taj, "Commander's Knife" but this etymology is not confirmed. A version using a nut-like flavoring instead of liquor, called raktaj in Federation Standard, has been developed for export. The fashion of adding cream, called raktajino after the Terran beverage cappuccino, is now popular served hot or cold, with or without extra cream and with or without the rind of some fruit to add even more flavor. These beverages bear little resemblance to either the original qa'vln or ra'taj.

**sour tea:** A beverage said to cure all forms of gastral-intestinal disagreement.

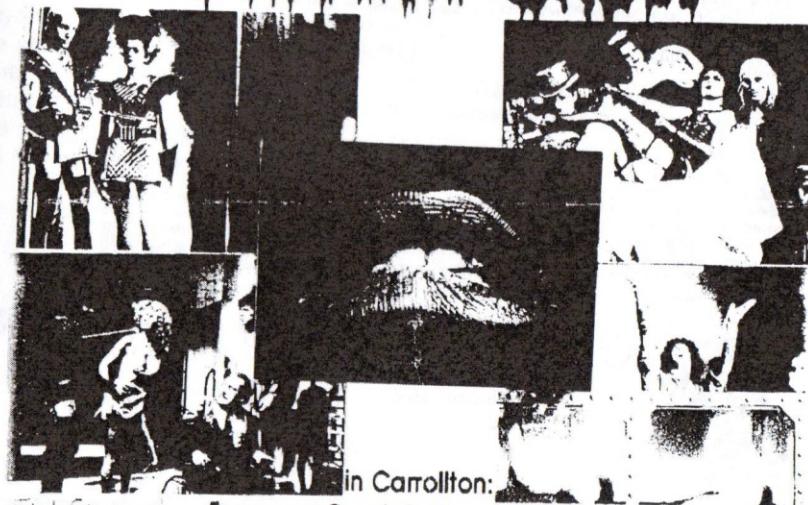
**'awje:** A native Klingon carbonated beverage made from, among other things, the bone marrow of the teghbat. It is often, incorrectly, compared to the Terran beverage root beer.



## MAILBAG DAY (HEY EVERYBODY, IT'S) MAILBAG DAY

### Dallas!\*\*\*Dallas!

### THE ROCKY HORROR PICTURE SHOW



Tech Crew and  
Cust. Needed

We need your  
help to keep the  
show in the Dallas  
area.

in Carrollton:  
Furneaux Creek 7 General Cinema  
2625 Old Denton Rd. at Trinity Mills  
(NW corner behind World Gym)

FRI - SAT Midnight

Further Indignities Cast





# LEARN KLINGON

THE FASTEST GROWING LANGUAGE  
IN THE GALAXY

You're invited to attend a *qepHom*, an informal gathering of Klingon enthusiasts. Whether you're a complete beginner to the language, or have been studying on your own for years, we'd like to have you join us. Hear the sounds of the warrior tongue spoken out loud, practice Klingon conversation, proverbs, and curse warfare, improve your alien pronunciation. This *qepHom* is being hosted by a member of the Klingon Language Institute, but is open to anyone interested in learning more about Klingon; membership in the KLI is not a requirement, and there is no charge for attending. If you're ready to show us your heart, if the spirit of Kahless is within you, or if you'd just like to meet people who speak Klingon, here's what you need to know:

Time & Date:

Location:

If you have questions, need directions,  
or just want more information, contact:

The KLI is a nonprofit organization made up of more than 1600 people, dedicated to studying the Klingon language and providing a common forum for its speakers. The KLI publishes a quarterly academic journal, *HolQeD*, containing articles and round table discussions of the language, as well as *Jatney*, our annual literary supplement of original poetry and fiction written in Klingon. We provide a free postal course to assist in studying the language, and members can participate in various projects, including our translation efforts which gave the world *Hamlet, Prince of Denmark (The Restored Klingon Version)*. And each summer we hold the *qep'a*, a five-day Klingon language conference where Klingon speakers from around the world gather and converse. To learn more about the KLI send us a self-addressed stamped envelope or visit our site on the world wide web. Maybe it's time you found out for yourself why Klingon is the galaxy's fastest growing language.



**Klingon Language Institute**

qo'mey poSmoH Hol

language opens worlds

P.O. Box 634, Flourtown, PA 19031 USA

<http://www.kli.org>

## SUPPORT YOUR LOCAL SHOPS

Lone Star Comics  
511 E Abram St  
Arlington, TX  
(817) 860-7827

Cosmic Comic & Cards  
728 E Marshall Dr  
Grand Prairie  
(972) 264-0617

Duncanville Books & Comics  
101 W Camp Wisdom Rd, Ste J,  
Duncanville, TX  
(972) 298-7546

Lost Horizon Adventures  
College Park Mall  
Corsicana, TX

Starlog  
Parks Mall  
Arlington, TX



## THE LAST PAGE

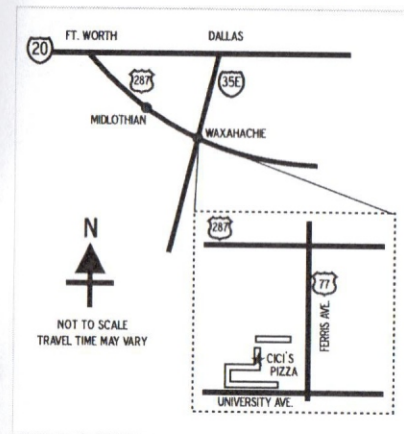


That's right! Q-ZAR! So it's been a while since we all really got to hang out, and many of you haven't met the local college recruits. So, I was thinking that we could all plan a time when we could go check out Q-ZAR's new mega-arcade/bowling alley/laser-tag arena called "Q-City". It's over in Mesquite, not too far from Town East Mall. I read that after 10pm, they kick all the kids out and let the adults play. But even better than playing video games and shooting people with lasers, we could go out to eat, then venture over to Virtual World to play the Battletech simulator that they have. They also have some racing game called Red Planet we could check out. We can reserve 8 pods for about \$250 if we want to, but I think they let you play if you show up. Koron has more info on V.W. and I'll get him to check into it.

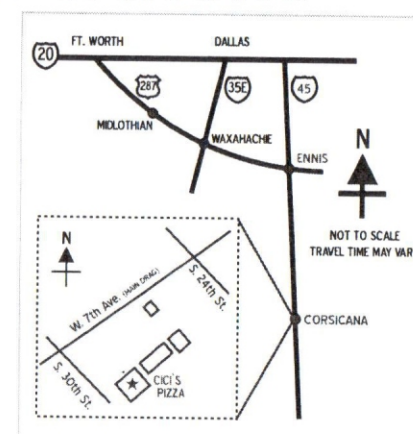
So let's be thinking on this, I was thinking we could possibly do this before the semester is over and the high school kids get out for summer. Then again, the 10PM curfew sounds great. I have heard that Q-City sells booze, if this is true, we'll need to remember to save up some extra cash. If this seems like too much, we can discuss splitting up the adventure and basically stay at Q-City until they shut down (around 4am?). If anyone has any great ideas for places to eat, let us know at the next meeting. I'm sure we will talk about this and a few other things. If it comes down that not many of you can make it due to school or work, we can plan on a gaming event for this summer. Perhaps a table top adventure or playing some old Nintendo, Sega, Atari, or Intellelevision.



## MEETING LOCATIONS



Every Third Sunday 2-4pm.



Every Fourth Sunday 2-4pm.